NETWORK-BASED PURCHASE AND DISTRIBUTION OF MEDIA IN ACCORDANCE WITH PRIORITIES

ABSTRACT OF THE DISCLOSURE

5

Methods and systems for prioritizing use of resources (e.g., network resources) at a client machine (e.g., computer) are disclosed. By prioritizing use of resources, user satisfaction is enhanced. The client machine typically executes a software program that permits a user of the client machine to browse, preview,

10 purchase, or download media. The media can, for example, be audio, video, or image data. More particularly, in the case of a client machine that operates at least one application program that provides media-based actions, the methods and systems manage the use of limited network resources (e.g., network connection bandwidth) at the client machine so that different media-based actions are performed

15 at different priority levels. For example, at the client machine, a second type of media-based action can be issued while a first type of media-based action is being processed. When the second type of media-based action has a higher priority level than the first type of media-based action, then the processing of the first type of media-based action can be suspended so that processing of the second type of

20 media-based action is given preference.